NES-TB-USA

WHEEL OF FORTUNE

Featuring

Vanna White

Licensed by Nintendo
for play on the

GAMETEK

Game Pak Instructions

Nintendo
ENTERTAINMENT
SYSTEM

Licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM®

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SAFETY PRECAUTIONS

1. This high-precision Game Pak contains complex electronic Circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.

2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.

3. Never attempt to open or take apart the Game Pak.

4. Do not clean the Game Pak with paint thinner, benzine, alcohol, or any such solvents.

5. Be certain that the Control Deck POWER BUTTON is turned off when inserting or removing the Game Pak cartridge.

WARNING : DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System® (NES™) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither GameTek nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games : altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

The Biggest Names are on our Games! SM

We are the high-tech electronic entertainment company that puts you in the picture with home versions of television's top game shows. These are the games that families — from kids to teens to parents to seniors— have been eagerly playing for several years. Now, here's a new version to play ..either with friends or alone against the computer.

GameTek's Nintendo version of Wheel of Fortune© featuring Vanna White is lively and challenging, just like the original Wheel of Fortune Nintendo game and the Wheel of Fortune Junior and Family editions, and just like the television show the whole family loves. Now, with over 1,000 new puzzles, you can enter consonants, buy vowels, and solve puzzles. Do it without going bankrupt and the chance to win "cash" and an exciting "dream prize" is yours!

Television's number-one game show has an all-new Nintendo edition! Play familiar, favorite categories and challenging new ones as well. Get set to spin! Get set to win!

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How to use the Controller

If 1 player plays alone or against the computer, only Controller 1 is used.

If 2 players are competing, Player #1 uses Controller 1 and Player #2 uses Controller 2.

If 3 players are competing, Player #1 and Player #2 share Controller 1 and take turns using it. Player #3 uses Controller 2.

Control Pad

Pressing the arrowed tips left or right scrolls the cursor:

a. Left or right to stop on desired letters. You can even scroll to the right beyond Z to reach A, or to the left beyond A to reach Z.

b. Back and forth to make selections such as 1 - 2 - 3 or YES - NO or SPIN - VOWEL - SOLVE.

Select Button

Used to reshuffle & receive a different puzzle.

Start Button

Starts the game; locks in selections.

A, B Buttons

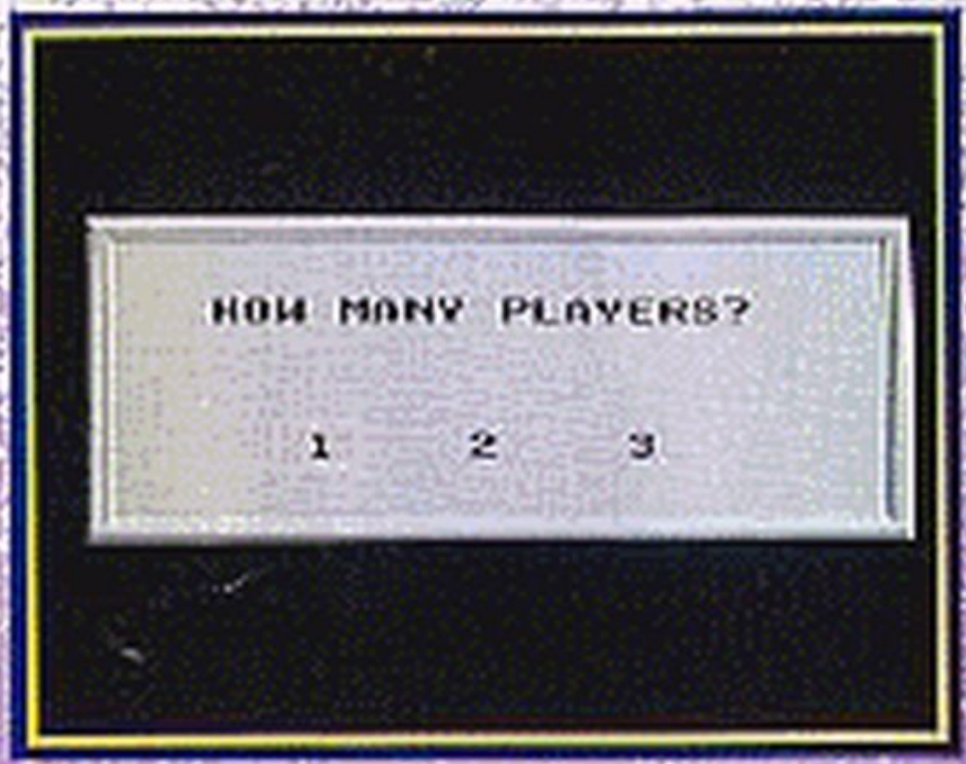
Either A or B can be used to:
a. Lock in your selection of letters.
b. Start the Wheel spinning after you have selected to SPIN.

Setting up the Game

1. Players decide in advance who is to go first, second, etc.

2. Player #1, press the START BUTTON on your Controller after Vanna White's picture is shown, to begin the game.

3. Player #1, press the CONTROL PAD to the right to scroll the cursor to the number of players (1-2-3) in the game. Lock in that number by pressing the A or B BUTTON.

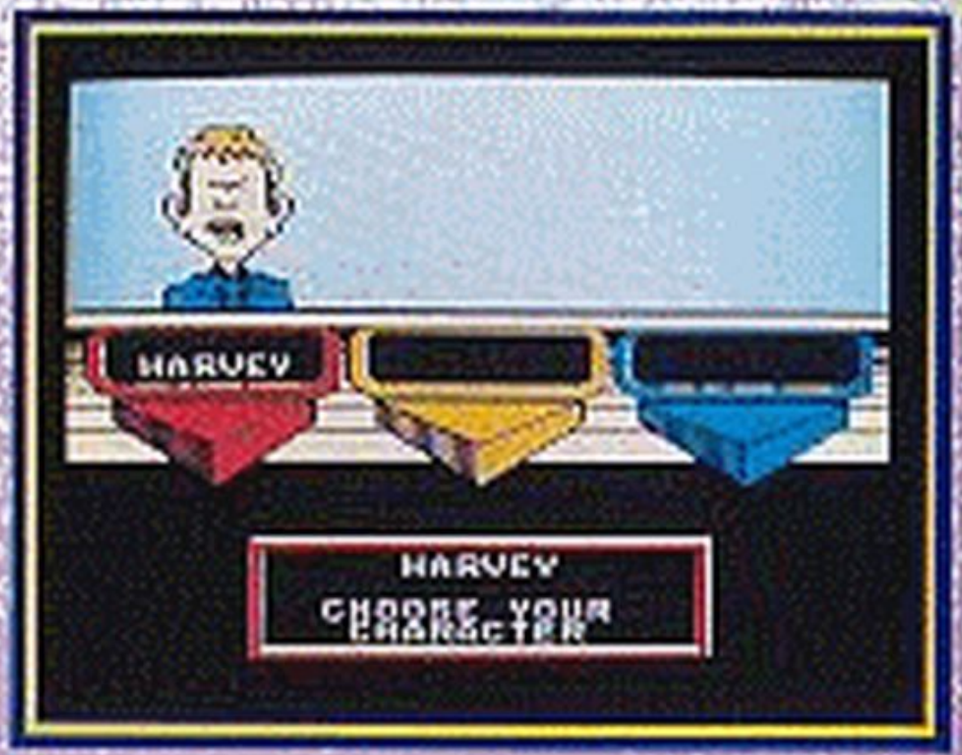


4. If you are playing alone or with one friend, you will be offered the choice (YES-NO) of playing against the computer. Lock in your choice with the A or B BUTTON. If you choose to play against the computer, you are offered a choice of 3 skill levels. These skill levels determine the computer's intelligence when guessing letters and solving puzzles. There is a great difference in the computer's intelligence from Level 1 to Level 2.

5. All players, enter your name, in turn, by scrolling the cursor left or right, up or down, or wrapping around the alphabet, using the direction arrows on your CONTROL PAD. Lock in each letter with the A BUTTON. Use the B BUTTON to go back a letter. When your name is complete, press START. (Names for computer players will be entered automatically.)

6. Player #1, use the up and down arrowed tips to select a character. Then press the A or B BUTTON to lock in your choice.

7. Other players follow the same steps as Player #1.



How to Play Round 1

1. The screen opens with the Wheel of Fortune board displaying the category. It could be: PERSON, PEOPLE, PHRASE, PLACE, EVENT, TITLE, THING, THINGS, FICTIONAL PERSON, OR SAME NAME.

a. Blank boxes show the number of puzzle letters and puzzle words.

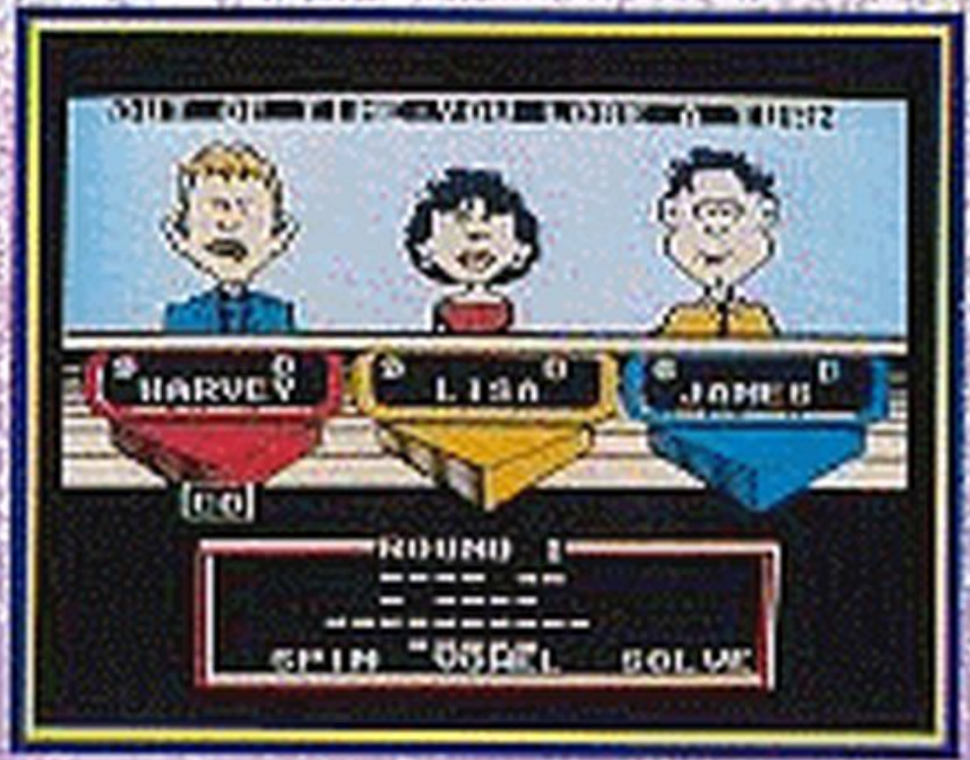
b. All players' names appear in order of play.

c. The triangular light in front of Player #1 will blink, indicating that it is Player #1's turn. The blinking light will move from player to player as their turns come up.

2. Player #1, a small arrow points to the word SPIN. You may move the arrow to choose VOWEL or SOLVE by using the arrowed tips. (Players usually elect to SPIN for the first few turns until several letters appe on the board.) You cannot buy vowels until you have at least $250 in your winnings column for the current round.

a. Your decision to SPIN, buy a VOWEL, or SOLVE the puzzle must be made quickly, as the timer (lower left of screen) is counting down to 00.

b. If you do not make a decision during the countdown, a buzzer sounds, signaling OUT OF TIME. Play passes to the next player.



3. CHOOSING TO SPIN :

a. Player #1, if you decide to SPIN, lock in your choice with the A or B BUTTON.

b. The Wheel appears on the screen. To start the Wheel spinning, press the A or B BUTTON.

c. During the spin, the value meter (at the bottom of the screen) shows the dollar values as they change. When theWheel stops, the number on which it has stopped determines the value of the consonant you will be selecting during your turn.

These are the only exceptions:

1) If the Wheel stops on BANKRUPT, you lose all your winnings for the current round.

2) If the Wheel stops on MISS A TURN , you miss your next turn.

3) If the Wheel stops on FREE SPIN, you get a FREE SPIN, which you can use during that turn or store and use when the game offers it back at any time during that round; if you enter an incorrect letter, or land on MISS A TURN or BANKRUPT.

4. ENTERING YOUR CONSONANTS:

Once the value of your letter is determined, the game directs you to ENTER A CONSONANT. Scroll right or left with your cursor to aletter and lock it in with the A or B BUTTON.

a. If the consonant is correct, its location lights up on the game board and the hostess turns over that letter. The value of the spin for that consonant is entered above your name. (If that consonant appears twice in the puzzle, your winnings are doubled; if three times, winnings are tripled, etc.) You then continue to spin.

b. If your consonant is incorrect, the game screen announces there are none of that letter, and play passes on to the next player.

5. BUYING A VOWEL:

You may choose to buy a VOWEL as long as you have $250 in winnings in the round you are playing.

a. That $250 is deducted from your winnings whether that vowel is correct or not.

b. It is $250 regardless of how many times that vowel appears in the puzzle.

c. If you do not have $250, you will not be allowed to choose a VOWEL.

6. You may continue to SPIN and enter a CONSONANT or buy a VOWEL until :

a. The letter you select is not in the puzzle.

b. The Wheel stops on BANKRUPT or MISS A TURN.

c. You give an incorrect solution to the puzzle.

d. Time runs out before you make your letter selection.

7. Player # 2, when your turn comes up, the Wheel appears and the triangle blinks below your name. In a two-player game, use Controller #2 to take your turn, following the same procedure as Player #1. In a three-player game, useController 1.

8. Player #3, follow the same procedure as Players #1 and #2.

9. SOLVING THE PUZZLE :

During any of your turns, you may choose to solve the puzzle.

a. Scroll the CONTROL PAD to SOLVE and lock it in with the A or B BUTTON.

b. The puzzle appears at the lower half of the screen, with lines showing the missing letters.

c. A brightly-lit line indicates the first missing letter. After you enter each letter, the bright line moves to the next missing letter.

d. Scroll the cursor across the alphabet and lock in your selection. That letter will then replace the bright line.

e. When all the letters are filled in, press START to lock in the completed puzzle.

f. If your solution is correct, the hostess will turn over the remaining blanks on the game board. Your character will clap his or her hands to congratulate you.

g. If your turn is incorrect, play passes to the next player to SPIN, choose a VOWEL, or SOLVE.

h. At the end of each round, total winnings will be displayed for all players.

NOTE : Speed is essential since the timer is counting down to 00; accurate spelling is also essential— even one incorrect letter will make the response incorrect.

How to Play Round 2 and Following Rounds

1. A new puzzle appears and the new round, ROUND 2, is displayed at the lower right of the screen.

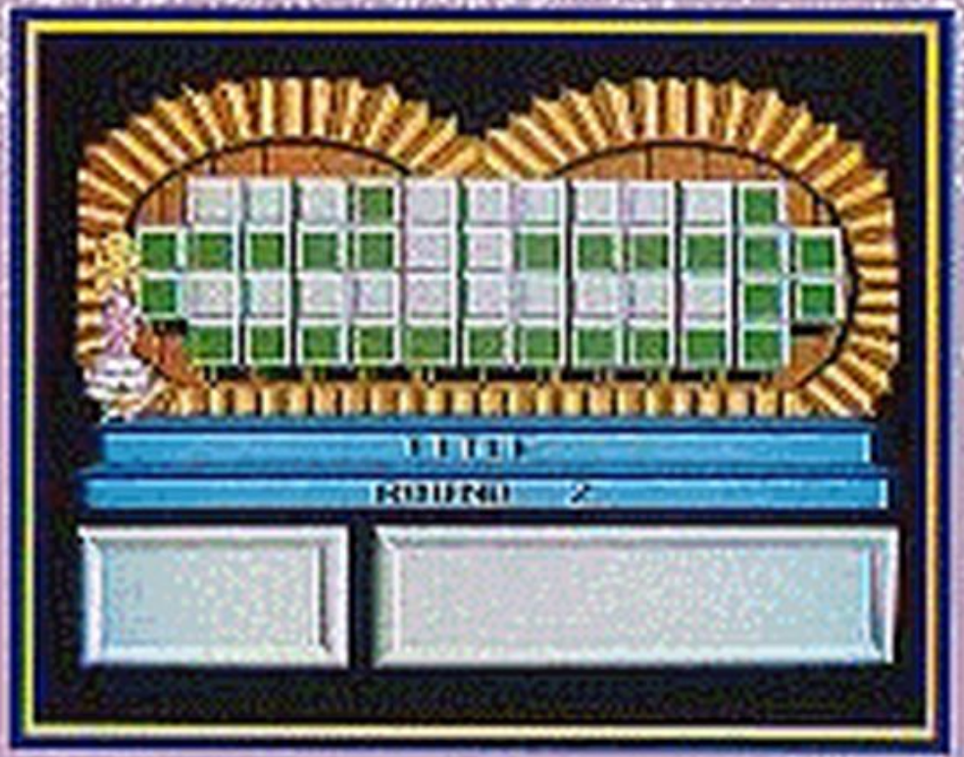
2. Round 2 is played the same as Round 1.

3. At the end of Round 1, the winner's earnings will be displayed next to his/her name.

4. Player #2, you get to start Round 2.

5. Succeeding rounds are played in the same way as Round 1.

6. If three players are competing (human or computer opponents) then Player #3 starts Round 3. If only one or two players are competing, then Player #1 begins.



How to Play the Final Round

1. If you are the winner, your name appears on the screen. Read the on-screen instructions and press the START BUTTON when you are ready to continue.

2. You are offered the choice of one of the letters of the word WHEEL. Use the arrowed tips to move the cursor to the letter you choose and press the START BUTTON.

3. You will be shown a puzzle. The consonants R, S, T, L, and N will be given to you, along with the vowel E. Their positions will be identified, and then the hostess will turn them over.

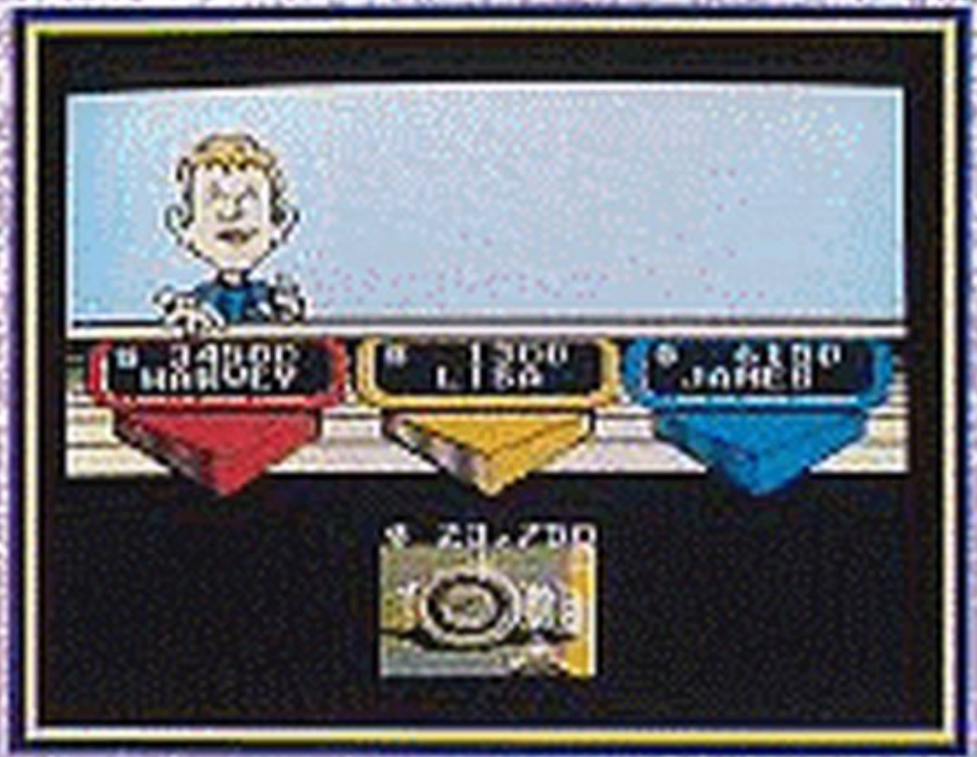
4. You may choose three more consonants and one more vowel. Use the arrowed tips to move the cursor to the letters you want and press A or B BUTTON. When you have made all your selections, press the START BUTTON.

5. If any of the letters you have chosen appear in the puzzle, their positions will be identified and the hostess will turn them over.

6. Fill in the blank spaces in the puzzle as described in ROUND 1, STEP 9 : SOLVING THE PUZZLE.

7. If you have solved the puzzle successfully, you win! The prize hidden under the letter of WHEEL that you selected will be revealed at the bottom of your screen.

8. Press the START BUTTON to begin another game.



Message to Players

1. This Game Pak uses a program which will randomly access the puzzles. At the end of play, the entire puzzle file is cleared and made available for future play. This is very much like shuffling a deck of cards after each game. Puzzles are selected at random by the computer, so although there are over 1,000 puzzles (places, things, people, events, etc.) , repetition will occur. If repetition does occur, and you wish a different puzzle, press the SELECT BUTTON when the computer prompts IF YOU WANT A DIFFERENT PUZZLE PRESS SELECT NOW.

2. This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

Hints on Game Play

1. Correct spelling is essential when solving a puzzle. We recommend that you check the screen for all the letters you entered before you press the START BUTTON and lock in your answer.

2. You can "erase" letters you may have entered incorrectly by scrolling the cursor to the (the correction symbol) or by locking it in with the A or B BUTTON.

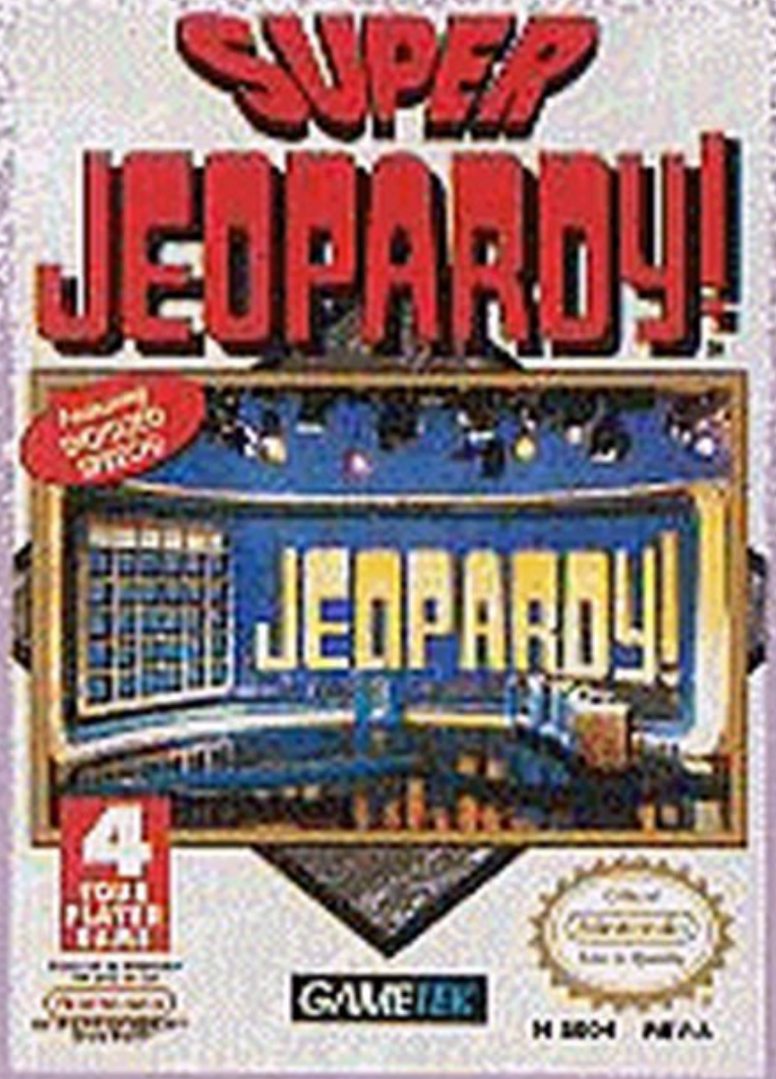
3. Each time a player guesses a letter (correctly or incorrectly), that letter is eliminated from the alphabet on the screen.

4. When all the consonants have been placed in the puzzle and only vowels are still missing, that information is flashed on the screen, and you can move only to VOWEL or SOLVE.

5. The symbol "FS" appearing next to a contestant's name indicates that the contestant holds a FREE SPIN.

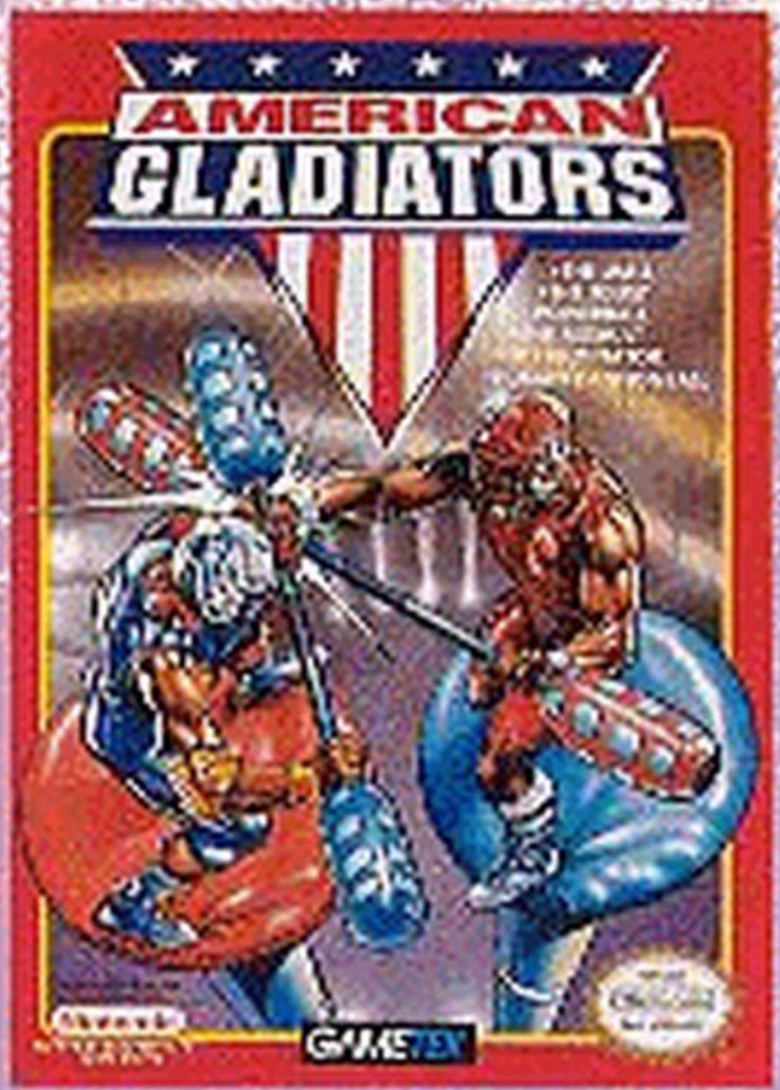
6. The triangle in front of each player will flash when it is that player's turn.

7. A BANKRUPT stop on the Wheel applies only to winnings in the current round. Previous rounds' winnings are not affected and are displayed at the end of each round.



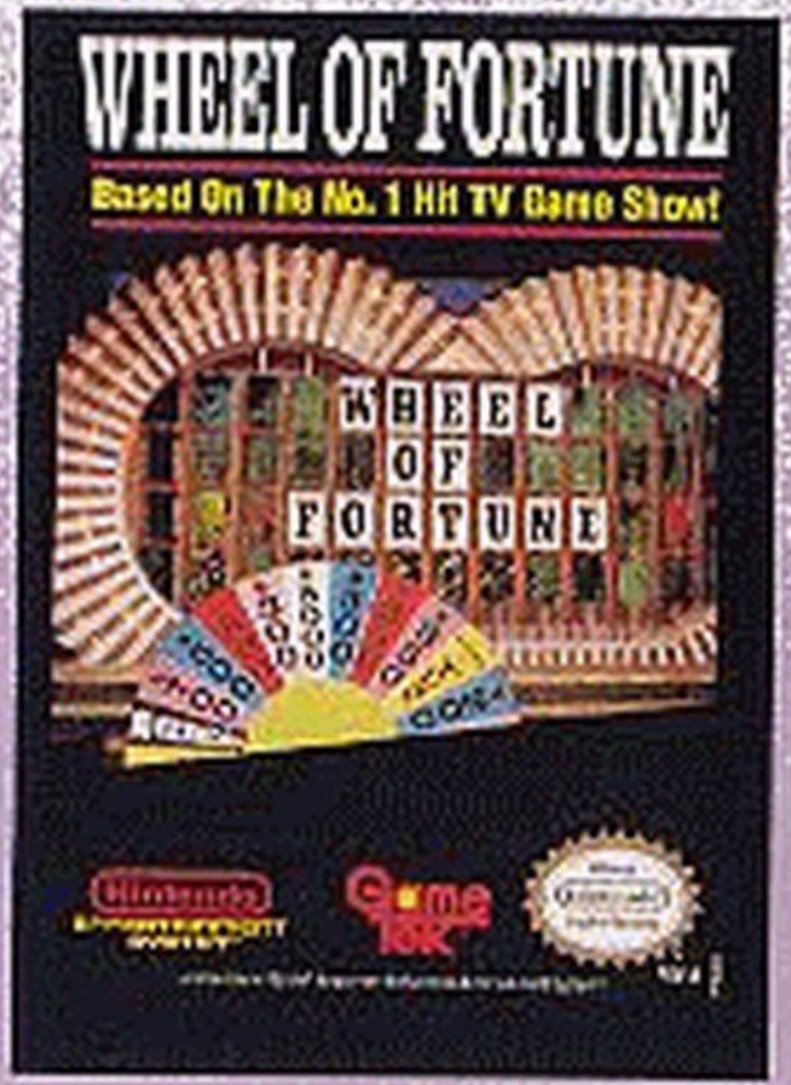
Super Jeopardy!

Enjoy the suspense and brain-teasing excitement of the primetime version of America's favorite TV game show. In addition to enhanced graphics and 2,000 new answers, this version speaks to you! To add to the challenge, Super Jeopardy! is 4-player compatible.



American Gladiators™

Now challenge the American Gladiators stars of the hit TV show-right in your own living room. 1 or 2 players go against a different Gladiator in each of the 5 events. If you're good enough to go 4 levels of increasingly difficult play you'll advance to the Eliminator round. So if you think you're good, you better be great ..."cause these guys are "BAD!"



Wheel of Fortune®

The highest-rated game show in TV history makes for exciting Nintendo game play. Spin the wheel, guess the letters, and watch the pretty hostess reveal the words. Hours of family challenges! Hours of family fun!

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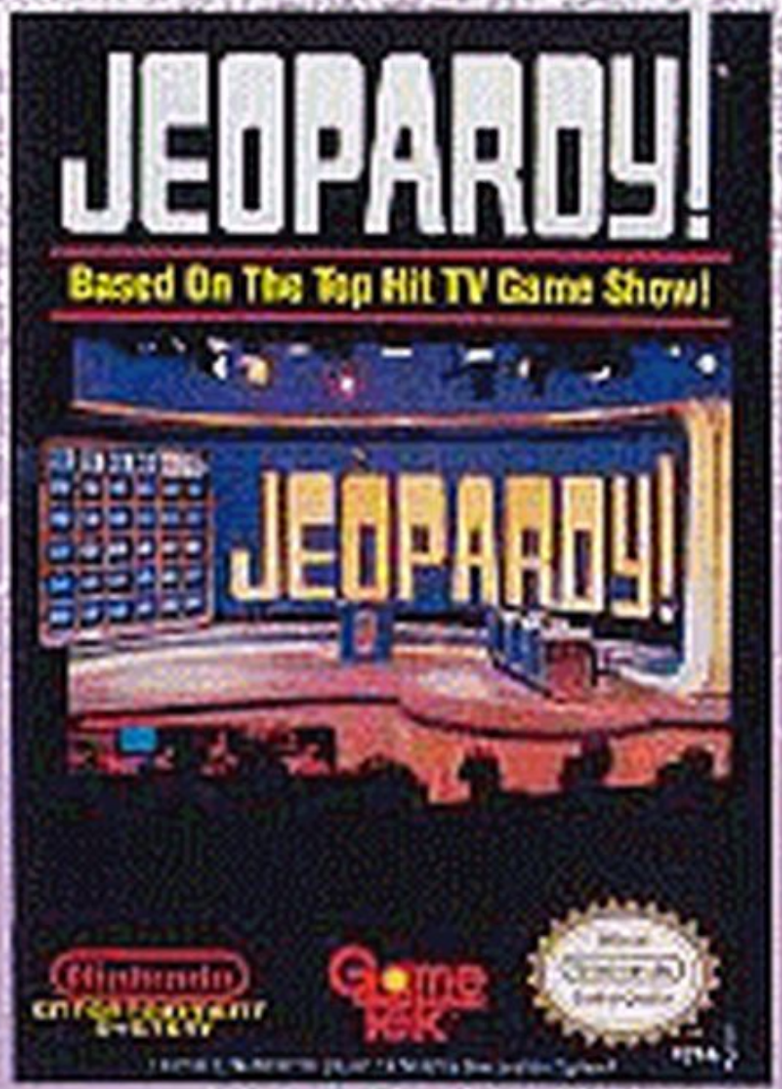

Jeopardy!®

Be the first to press the buzzer and the "cash" is yours. With almost 2,000 "answers" just waiting for your "questions", this Nintendo version of the second-highest-rated TV game show is great fun and a great challenge!

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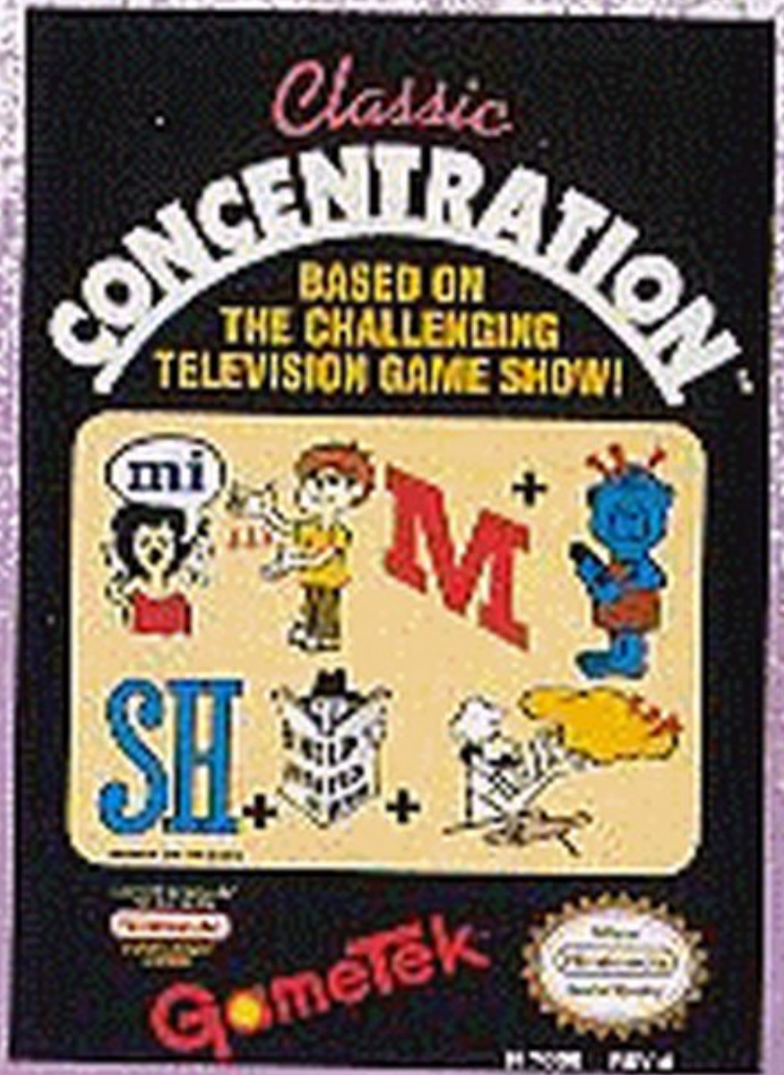

Concentration™

Test your skill and memory as you try to match the prizes behind the numbers, then guess the rebus on the gameboard. This exciting game is one of the most popular, long-running shows on TV. It's great fun for the whole family!

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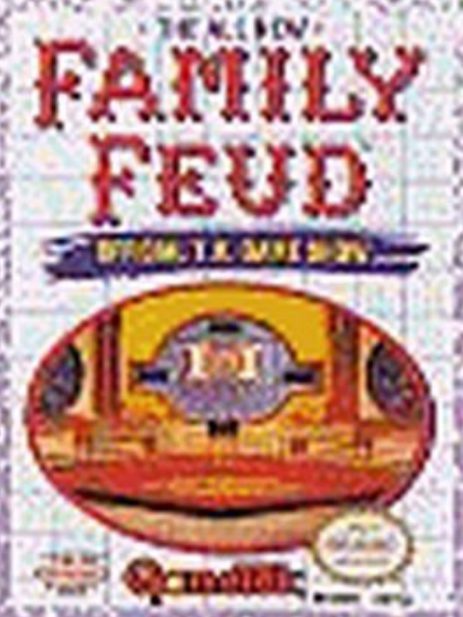
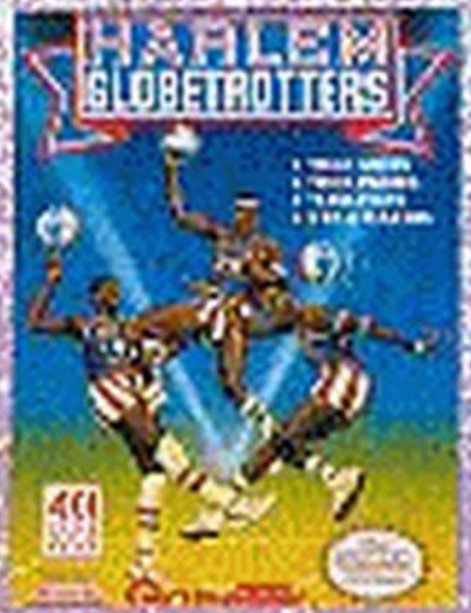


Family Feud™

The whole family gets to pick the most popular answers to some usual and unusual questions! Then go for the big bucks in the final round. This high-action game plays just like the popular TV game show.



Harlem Globetrotters®

All the action and challenge you'd expect from a basketball game, PLUS the incredible trick shots and eye-catching passing that the Harlem Globetrotters have made famous over the past 65 years.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient the receiving antenna
-Relocate the NES with respect to the receiver
-Move the NES away from the receiver
-Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful : How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

GAMETEK

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